Amendments to the claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A board game designed to teach players how to control their behavior to achieve one or more goals, the board game comprising:

at least one play area, at least a first of the at least one play area including a plurality of spaces connected together to form a path along which tokens may be moved, wherein a first portion of the plurality of spaces of the first play area are associated with a first behavior category and a second portion of the plurality of spaces of the first play area are associated with a second behavior category, and wherein spaces in the first portion are interspersed along the path with spaces of the second portion; and

a token, representative of a particular player, for moving from space to space in the at least one play area;

wherein the first behavior category comprises a theme of connecting behaviors and the second behavior category comprises a theme of disconnecting behaviors.

Claim 2 (original): The board game of Claim 1, wherein when a player's token lands upon a space associated with the first behavior category, an example of a connecting behavior is provided, and wherein when a player's token lands upon a space associated with the second behavior category, an example of a disconnecting behavior is provided.

Claim 3 (original): The board game of Claim 2, wherein the respective examples are provided on cards drawn by the respective player from a collection of cards associated with the respective theme.

Claim 4 (original): The board game of Claim 2, wherein the respective examples are provided by the player whose token landed on the respective space.

Claim 5 (original): The board game of Claim 4, wherein when the player provides an example of a connecting behavior, the player is awarded a number of points, the number of points being determined by another person based on the example provided by the player.

Claim 6 (original): The board game of Claim 4, further comprising one or more cards entitling the player possessing such a card to decline to provide an example of a connecting or disconnecting behavior when otherwise required by the rules of the game.

Claim 7 (original): The board game of Claim 2, wherein when an example of a connecting behavior is provided, the respective player is awarded a number of points.

Claim 8 (original): The board game of Claim 7, wherein the winner of the game is determined based upon the accumulation of points by the players.

Claim 9 (original): The board game of Claim 7, wherein the number of points awarded the player is predetermined.

Claim 10 (original): The board game of Claim 2, wherein each example of a connecting behavior that is provided must be of a particular type of connecting behavior, the particular type being selected from a set of connecting behavior types according to the rules of the game.

Claim 11 (original): The board game of Claim 10, wherein the set of connecting behavior types include at least four of the following: "listening," "supporting," "encouraging," respecting," "trusting," "accepting" and "negotiating."

Claim 12 (original): The board game of Claim 10, wherein each example of a disconnecting behavior that is provided must be of a particular type of disconnecting behavior, the particular type being selected from a set of disconnecting behavior types according to the rules of the game.

Claim 13 (original): The board game of Claim 12, wherein the set of disconnecting behavior types include at least four of the following: "criticizing," "blaming," "complaining," "nagging," "threatening," "punishing" and "bribing."

Claim 14 (original): The board game of Claim 10, further comprising a set of cards associated with the theme of connecting behaviors, each card marked with an indicium corresponding to a particular type of connecting behavior.

Claim 15 (original): The board game of Claim 2, implemented on a computer.

Claim 16 (currently amended): A board game designed to teach players how to control their behavior to achieve one or more goals, the board game comprising:

a first play area having a first plurality of spaces connected together to form a first path along which tokens may be moved, the first path including spaces associated with a first behavior category interspersed with spaces associated with a second behavior category;

a second play area having a second plurality of spaces connected together to form a second path along which tokens may be moved, the second path including spaces associated with a first behavior category interspersed with spaces associated with a second behavior category, the first and second paths being noncontiguous from each other; and

at least one token, each representative of a particular player, for moving from space to space in the first play area, and upon the occurrence of a particular event during play, for moving from space to space in the second play area;

wherein each token is more likely to land on spaces associated with ~~a~~ the first behavior category, the first category comprising a theme of proper behavior patterns, and less likely to land on spaces corresponding to ~~a~~ the second behavior category, the second category comprising a theme of improper behavior patterns, in the second play area than in the first play area.

Claim 17 (original): The board game of Claim 16, wherein the theme of proper behavior patterns comprises a theme of connecting behaviors, and wherein the theme of improper behavior patterns comprises a theme of disconnecting behaviors.

Claim 18 (original): The board game of Claim 17, wherein each token begins in the first play area, and the preliminary goal of each player is to move his token from the first play area to the second play area.

Claim 19 (original): The board game of Claim 18, wherein each player must accumulate a predetermined number of points in the first play area in order to move his token to the second play area.

Claim 20 (original): The board game of Claim 19, wherein each player must accumulate a predetermined number of points in the second play area in order to win the game.

Claim 21 (original): The board game of Claim 18, wherein the first plurality of spaces includes at least some spaces corresponding to proper behaviors and at least some of the spaces corresponding to improper behaviors, wherein the second plurality of spaces includes at least some spaces corresponding to proper behaviors and at least some of the spaces corresponding to improper behaviors, and wherein the proportion of spaces corresponding to proper behaviors to spaces corresponding to improper behaviors is substantially higher in the second play area than in the first play area.

Claim 22 (original): The board game of Claim 18, further comprising a first set of textual messages whose content corresponds in theme to improper behaviors and a second set of textual messages whose content corresponds in theme to proper behaviors, the first and second sets of textual messages being used to control play when tokens land on spaces corresponding to improper behaviors and spaces corresponding to proper behaviors, respectively.

Claim 23 (original): The board game of Claim 22, wherein the first and second sets of textual messages are contained on cards.

Claim 24 (original): The board game of Claim 17, implemented on a computer.